



# Tournament

Registration – Setup - Rule



# How to register?

- Each member of the team register on the site and join the same team.
- A member registers the team at the tournament on the site.
- Each member must register his League of Legends account with which he will participate in the tournament on the link of the event Riot. It is important to know the name of your team, so it is advisable to consult with his mates.



# Tournament organization

- From 45 minutes before the start of the tournament, at least one member of each team must be present on the discord of the tournament.
- The tournament tree is generated at the tournament start time.
- The tournament is started 15 minutes after the tournament generation.
- For organizational reasons, before launching a match please wait until the end of all the previous round matches.

NB : One of the matches is likely to be cast, 3 places in spectator mode are reserved by the organizer of the tournament. An administrator will contact you to inform you if your match is selected.



# Rule – Obligations (1/4)

- Participate in the tournament with a level 30 account at least ranked one season;
- Registering for the event on the Riot event website;
- Be present on the discord of the tournament 45 minutes before the start of the tournament;
- If a game is restarted, the picks & bans must be identical;
- No delay beyond 10 minutes is accepted;
- The streams must be set with 3 minutes of offset.



# Rule – Obligations (2/4)

At the end of the game:

- As a precaution, a screen shot must be made;
- The blue-side team records the result in the tournament tree;
- In case of victory, wait for the next match;
- In case of defeat, reunite his team on the discord of the tournament and send a private message to one of the tournament administrators (specifying the name of your team).



# Rule – Obligations (3/4)

## At the end of participation

- Reunite his team on the discord of the tournament and send a private message to one of the tournament administrators (specifying the name of your team);
- Wait for an administrator to join you in your discussion channel to tell you the last steps of your participation.

## Behavior

- Tournament administrators are there for you and volunteer: patience, politeness and respect for them is essential;
- Despite the competitive aspect and the tension that results, it is important to remain calm with respect to other participants. Annoyance or insults will not be tolerated.



# Rule – Obligations (4/4)

Toxicity is strictly prohibited :

- It is forbidden to make a /pause at the nexus or when taking a major objective;
- It is forbidden to insult an opponent on the chat;
- It is forbidden to use the /all, with the exception of the explanation of a /pause, a request remake following a technical problem or the traditional "GL & HF" at the beginning of game and "GG WP" at the end.



# Rule – Sanctions

In case of non-compliance, tournament administrators reserve the right to sanction your team.

The penalties are at the discretion of tournament administrators and may be:

- a warning;
- the loss of ban at the next match;
- the exclusion of the tournament;
- the suspension of 1 to 3 of our tournaments (for each member and the team);
- the permanent banishment of our tournaments;
- a sanction taken by all partner tournament organizations.





# Rule – In game

- Technical problems: the allowed delay is 10 minutes subject to the agreement of the tournament administrator;
- Pause: 10 minutes break per team and per match;



# Rule - Prizes

Tournament prizes are subject to valid registration at the Riot event website.

These gains are distributed by RIOT, we are in no case responsible for delivery times thereof.



## How to report a rule violation or a technical problem?

- Gather evidence by screen capture;
- Put the game in pause and inform the opposing team of your approach;
- On discord: contact a tournament administrator with the name of your team and your reason. He will join you in your discussion channel and make the necessary decision.